

FIGURE 1

FIG 2

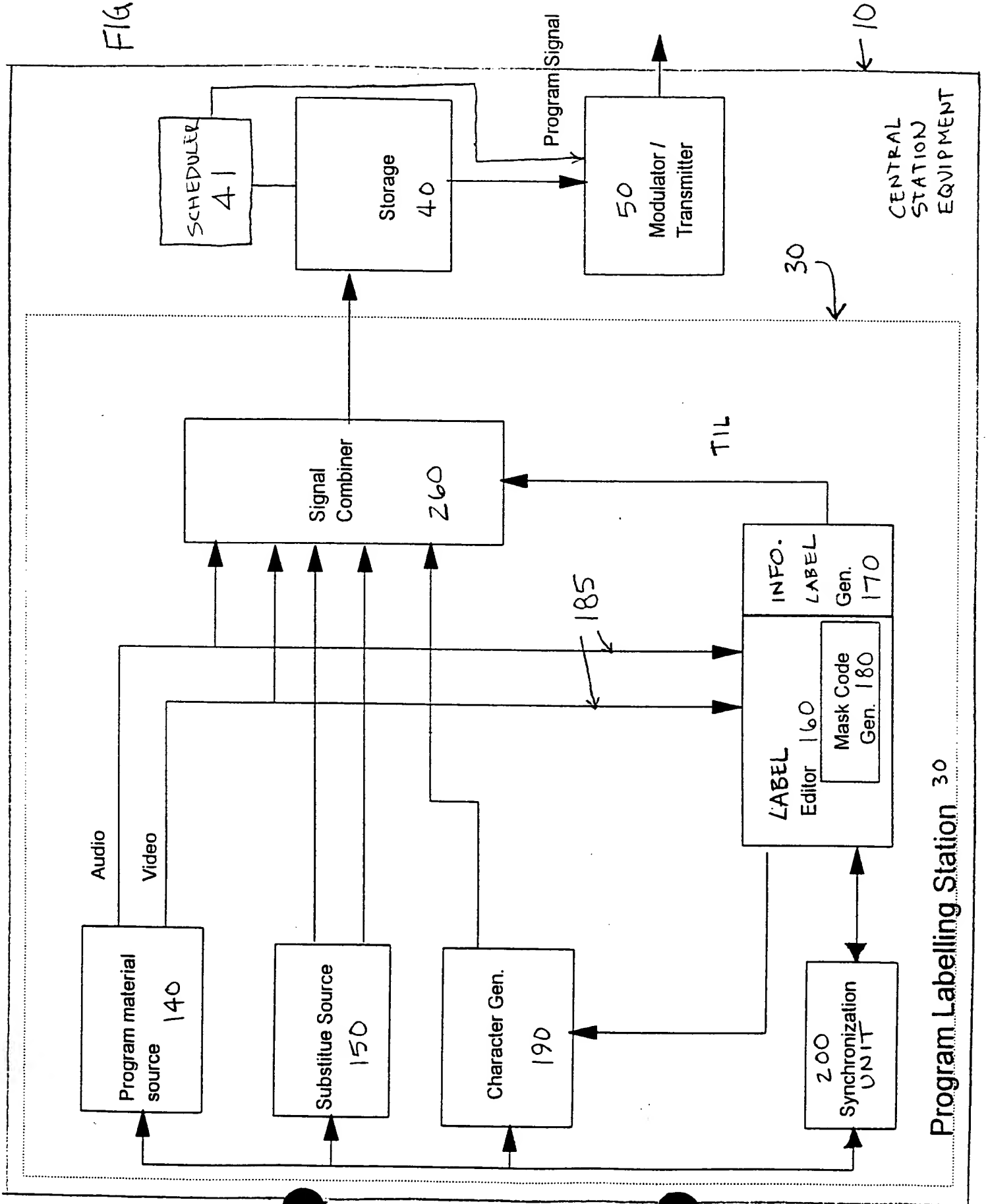
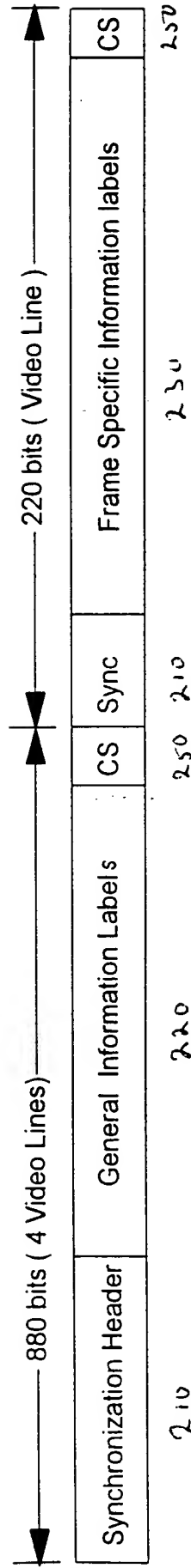


Fig. 3



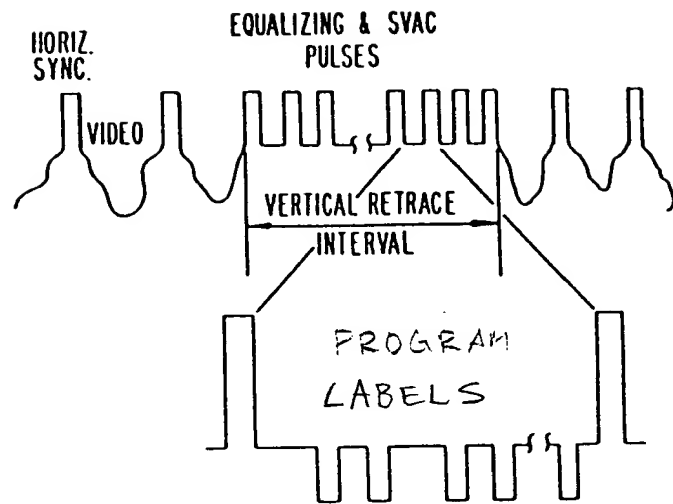
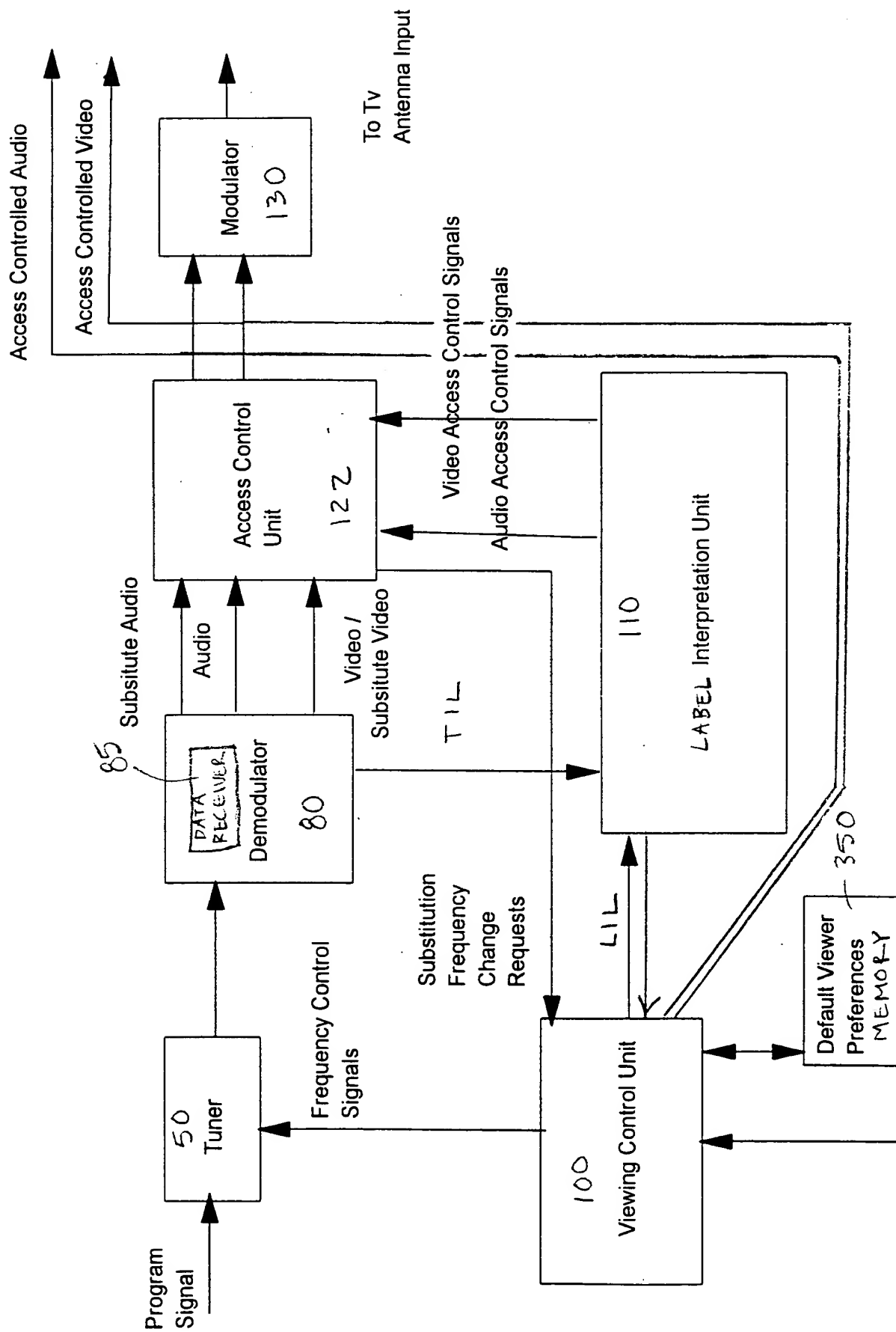
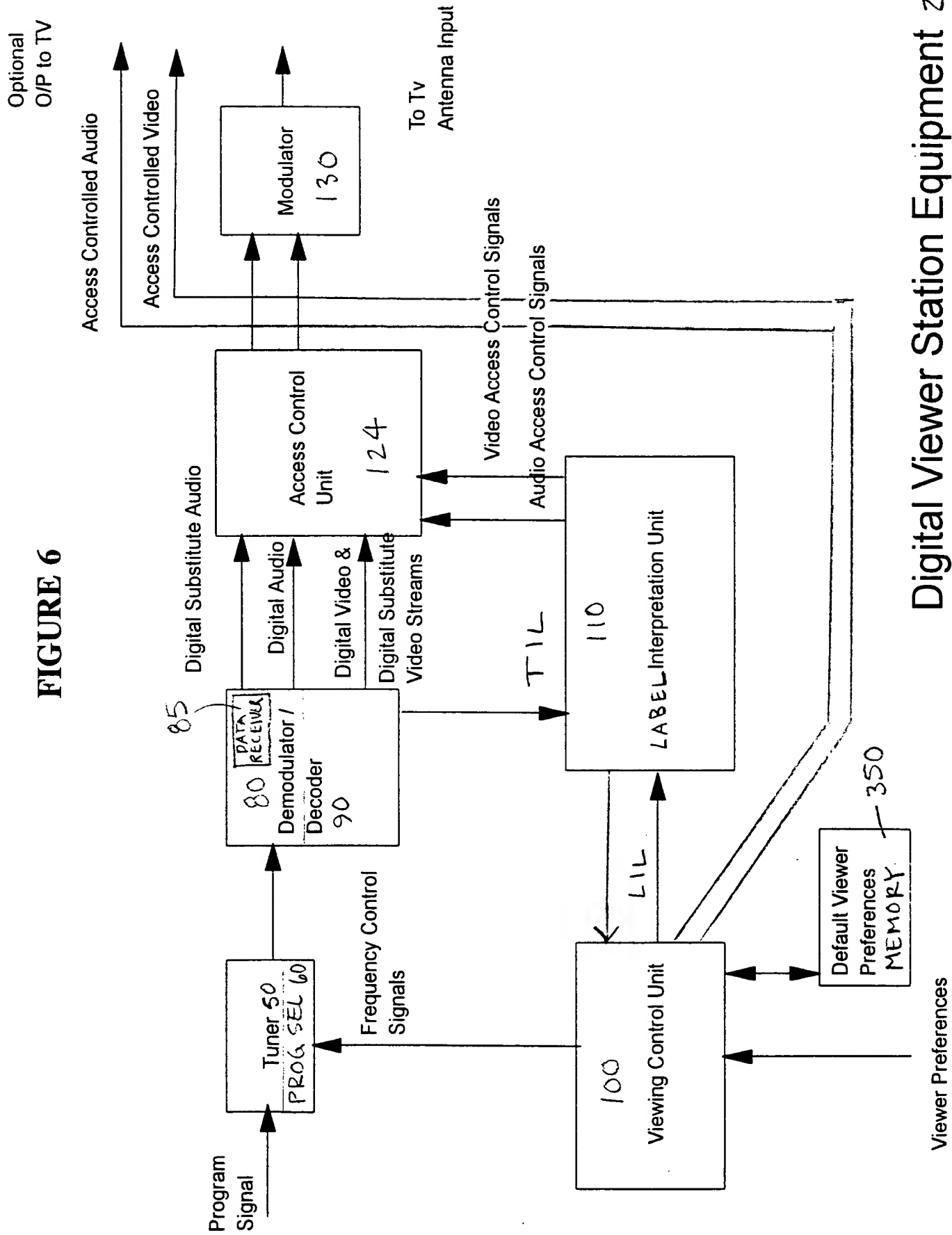
**FIGURE 4**

FIGURE 5



Viewer Preferences

FIGURE 6



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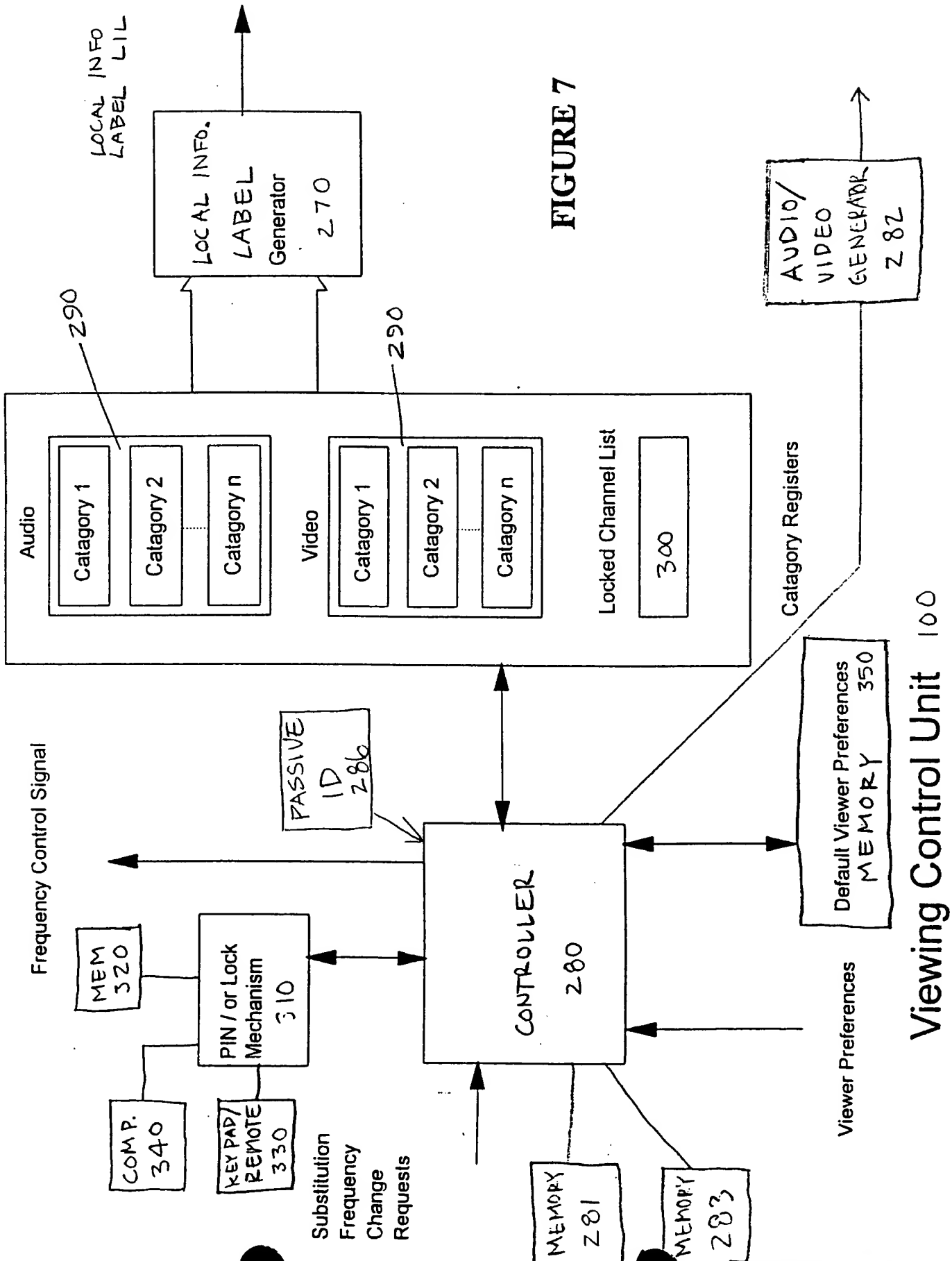
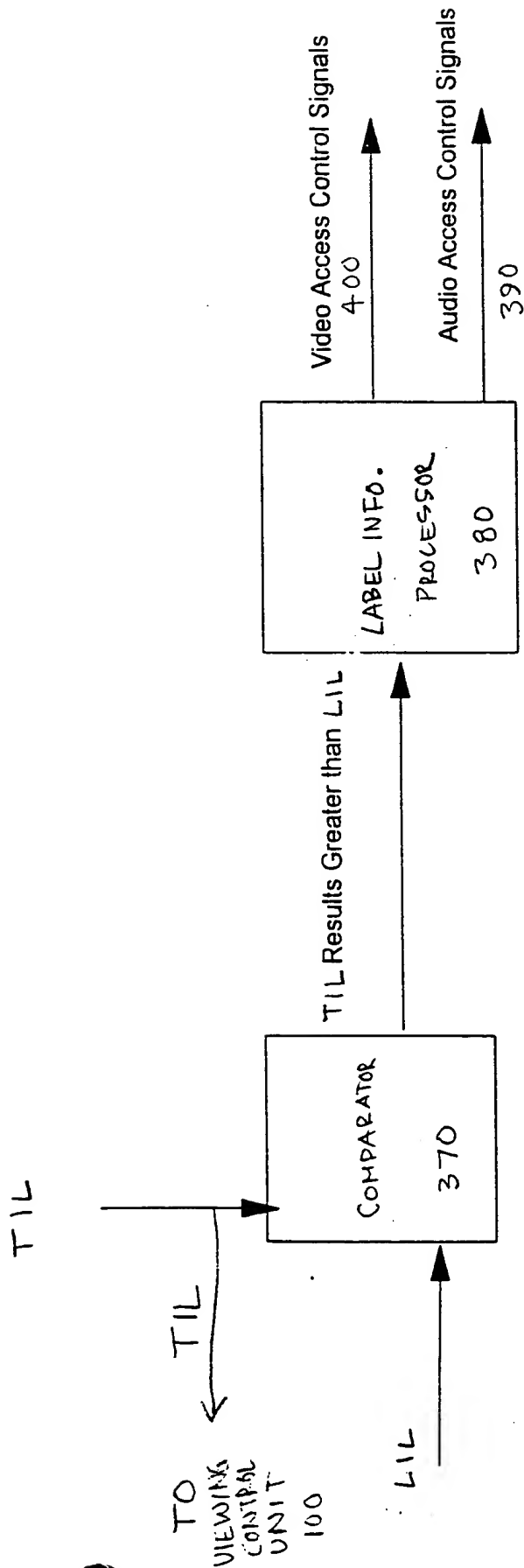


FIGURE 7

FIGURE 8



LABEL Interpretation Unit

FIGURE 9

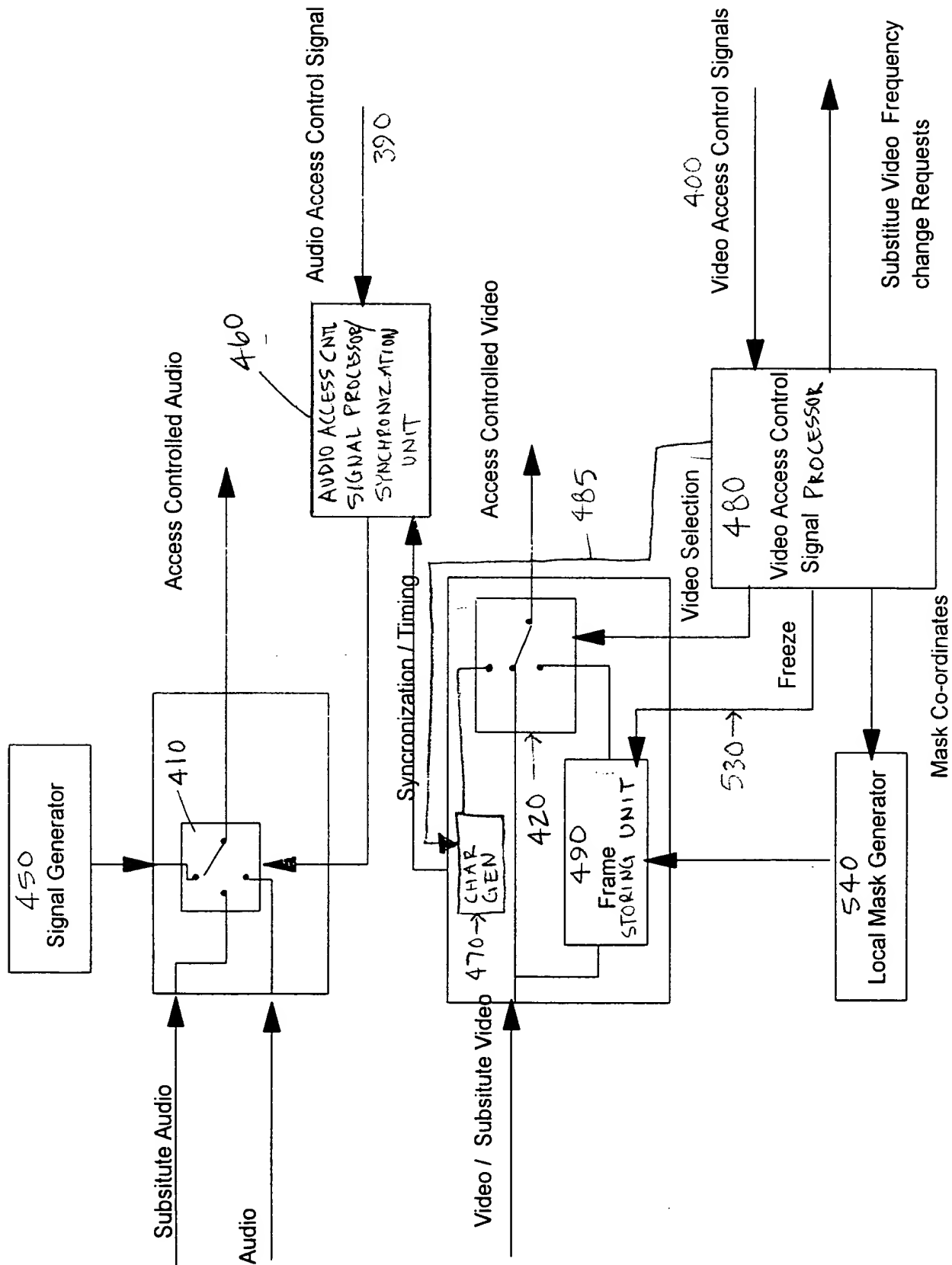
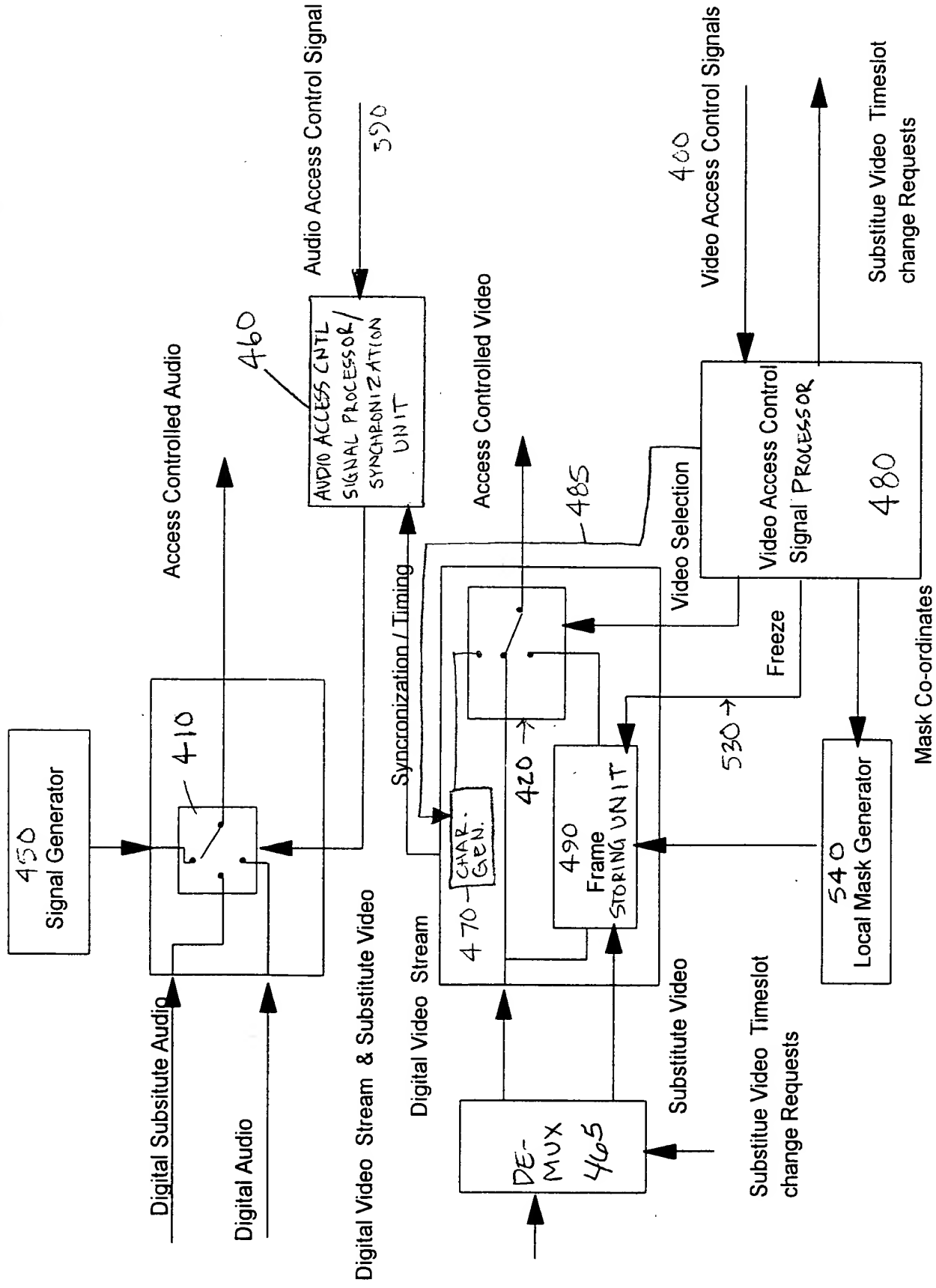


FIGURE 10



Analog to Digital Conversion
or Digital Video Interface

Video Memory

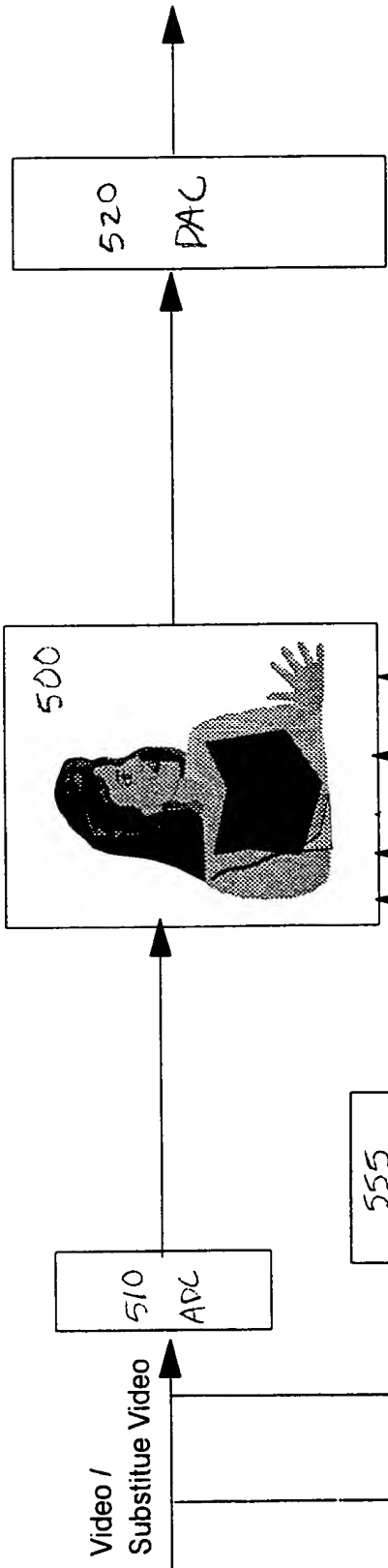


FIGURE 11

Input Address Generator

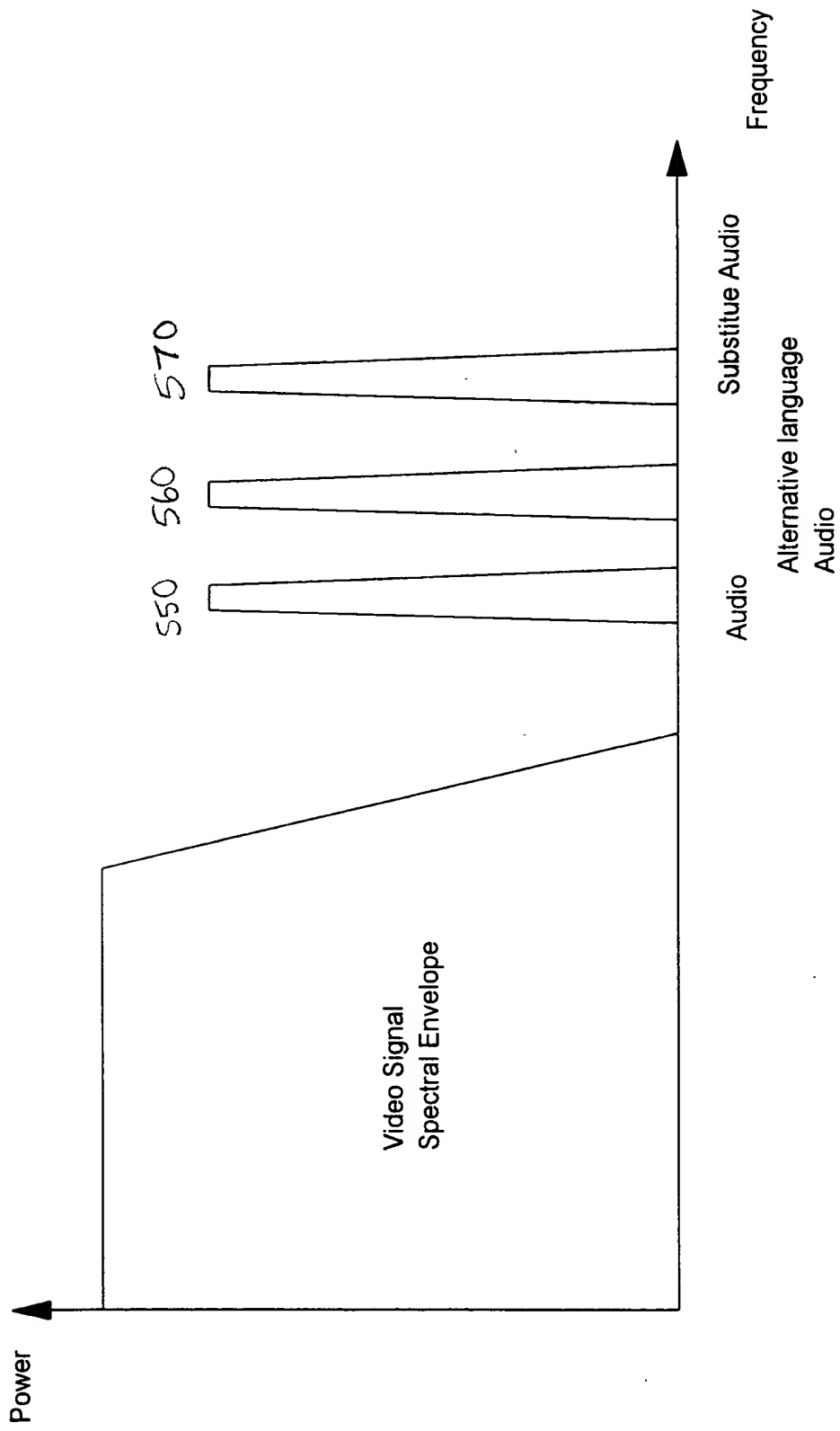
Output Address Generator

Mask Address

Substitue Video or Object memory

Frame STORING UNIT

FIGURE 12



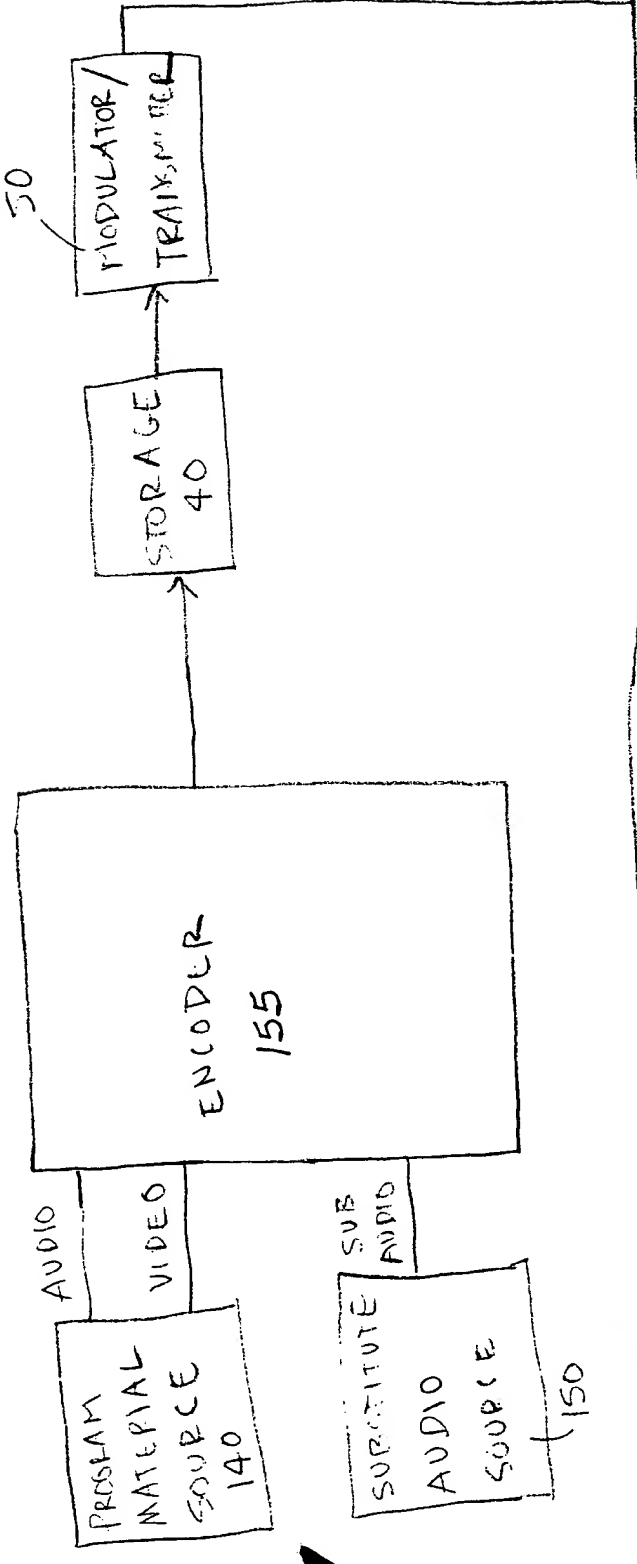
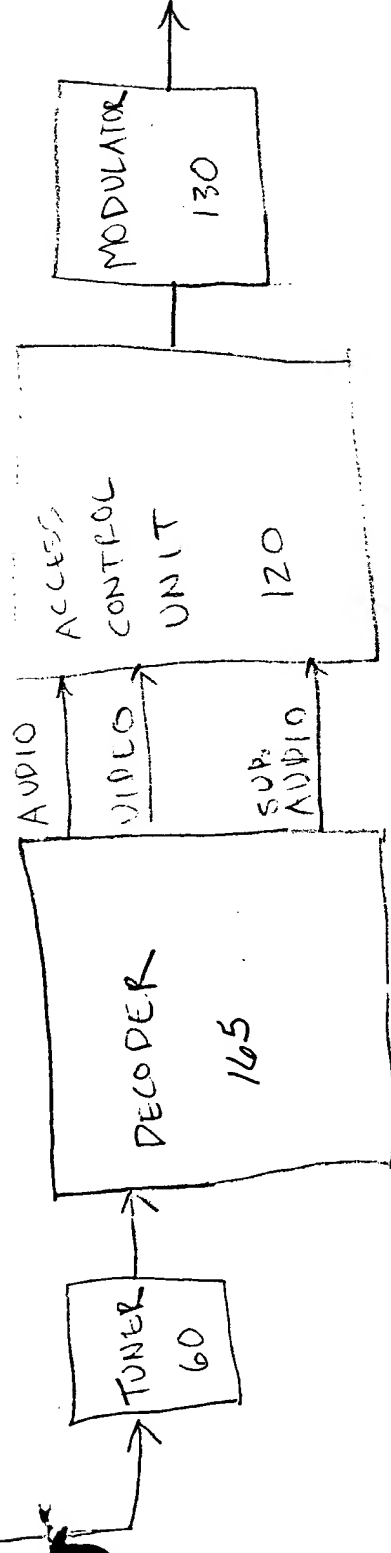


FIGURE 13



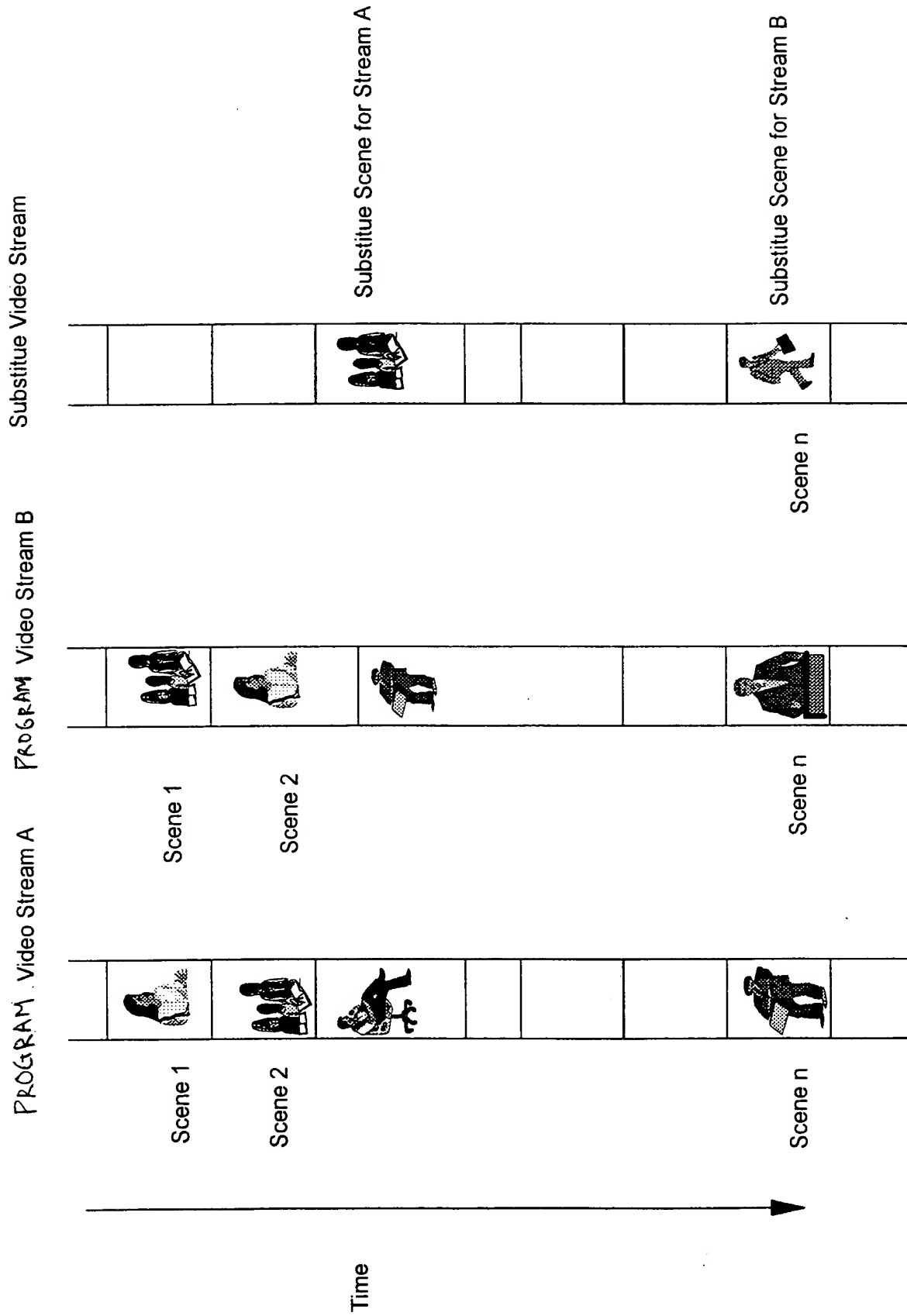


FIGURE 14

Video Streams (Either Time or Frequency Multiplex)